LIBRARY magic

PRINTER AND INTERFACE INFORMATION

LIBRARY MAGIC is to be used with an Apple II, II+, IIe, IIc, or IIgs computer. It is compatible with the following dot matrix printers and interfaces.

Printers: APPLE DOT MATRIX, APPLE IMAGEWRITER, APPLE IMAGEWRITER II, APPLE SCRIBE, BROTHER, C. ITOH PROWRITER, C. ITOH PROWRITER II, C. ITOH 7500, C. ITOH 8510, EPSON AP-80, EPSON FX-80, EPSON FX-85, EPSON JX-80, EPSON LX-80, EPSON LX-86, EPSON MX-100, EPSON MX-80 WITH GRAFTRAX, EPSON RX-80, HP THINKJET, NEC PC-8023/8025, PANASONIC KX-P1090, PANASONIC KX-P1091/1092, STAR DELTA 10/15, STAR GEMINI 10/15, STAR RADIX 10/15

Please note that LIBRARY MAGIC will not work on letter quality or daisy wheel printers.

Interfaces: APPLE IIC SERIAL PORT, APPLE III SERIAL PORT (3), APPLE CENTRONICS PARALLEL, APPLE COMMUNICATIONS, APPLE FIRMWARE, APPLE IIGS PORT, APPLE PARALLEL, APPLE SERIAL, APPLE SUPER SERIAL, APRICORN PARALLEL, APRICORN SERIAL, CCS 7710A SERIAL, CCS 7720 PARALLEL, CCS 7728 PARALLEL, DISPATCHER, DUAL-COMM PLUS, DUMPLING 64, DUMPLING GX, EPSON APL, FINGERPRINT, FINGERPRINT + PARALLEL, FINGERPRINT + SERIAL, FRANKLIN DUAL PORT, GRAFSTAR, GRAPHICARD, GRAPPLER, GRAPPLER +, GRAPPLER SERIAL, K-T PARALLEL, MBI VIP, MICROBUFFER II, MICROSYSTEMS MSE1022 PARALLEL, MICROTEK RV-611C, MICROTEK SV-622C, MOUNTAIN COMP. PARALLEL, MOUNTAIN COMP. SERIAL, MPC AP-80, MPC AP-GRAPH, MPC AP-SI0, MPC GRAPHWRITER, OMNIGRAPH, ORANGE INTERFACE, PKASO OR PKASO/U, PRETTY PRINT, PRINTER PRO, PRINTERFACE, PRINTERMATE, PRINTMAX, QUADRAM-APIC, SPIES NICEPRINT/SUPER-MX, SSM-AIO-II PARALLEL, SSM-AIO II SERIAL, SSM-APIO, SSM-APPIC, SSM-ASIO, TEXPRINT PRINT-IT, TRANSTAR PICS, TYMAC, VERSACARD PARALLEL, VERSACARD SERIAL, VIDEX PSIO PARALLEL, VIDEX PSIO SERIAL, VIDEX UNIPRINT, WIZARD-IPI, WIZARD-BPO

DISK CARE

1. Do not touch the surface of the disk.
2. Do not fold or bend the disk.
3. Do not force the disk into the disk drive.
4. Do not insert or remove the disk while the drive light is on.
5. Do not expose the disk to extreme heat or cold, direct sunlight, or a magnetic field.
6. Store all disks in dust covers and in an upright position.

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LIBRARY MAGIC

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MCCARTHY-MCCORMACK, INC.

LIBRARY MAGIC was designed and programmed by
Jane McCarthy, M.A., and Kay McCormack, Ph. D.

LIBRARY MAGIC includes:
Machine language routines by Dion K. Corson
and
HIRES TYPE (C) 1982
Bert Kersey, Beagle Bros. Inc.

Graphics Print Routines (C) 1984
Mark Simonsen and Rob Renstrom
Beagle Bros. Micro Software, Inc.

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WILKES COLLEGE
Regional Computer
Resource Center

GENERAL INFORMATION

LIBRARY MAGIC is a two sided disk. However, you must always begin through the MAIN MENU on side one.

You may exit any part of LIBRARY MAGIC by pressing the <ESC> key when the computer is waiting for input.

Do not put a write-protect sticker on the LIBRARY MAGIC disk until the correct printer format has been saved. If you ever want to change the format, the sticker will have to be removed.

To correct any typing errors made when personalizing items from LIBRARY MAGIC, use the back arrow key to backspace-erase BEFORE pressing the <RETURN> key.

Only capital letters are available to Apple II and Apple II+ users.

Each time you are about to print an item with LIBRARY MAGIC, the screen will tell you to CHECK PRINTER! When you see this, make sure that your printer is turned on, on-line (selected), and that the paper is in the proper position.

You will want multiple copies of some of the items made with LIBRARY MAGIC. We suggest you run one on the printer, and then use your copy machine to make reproductions. For example, you might want several overdue book notices. Just make your original with LIBRARY MAGIC, run as many copies as you like on the copy machine, and use the paper cutter to cut them to size. As another example, you might wish to give several I LOVE TO READ awards. You can print a "blank" I LOVE TO READ award (the lines will remain), make reproductions on the copy machine, and fill each one in by hand to personalize it.

McCarthy-McCormack, Inc. is aware that your LIBRARY MAGIC disk will probably be used in a school setting. This means that there is a chance of it getting squished, torn, crumpled, ripped, crushed, or otherwise mutilated. If this happens to your disk at any time in the future, simply return the ruined disk, along with $5.00, to McCarthy-McCormack, Inc., 1440 Oak Hills Drive, Colorado Springs, CO, 80919. We will send you a new copy of LIBRARY MAGIC immediately. Payment must be included for us to process your order.

PRINTER FORMAT

Before you begin with LIBRARY MAGIC, you need to know the type of printer and interface card you are using. You can check the printer by its label or by the manual that came with it. If you are not sure of your interface, ask the person who set up the computer. If this is not possible, you need to unplug your computer, remove the lid and look in slot #1. The card in that slot should have a name on it, and this is your interface. Put the lid back on the computer, and plug it in.

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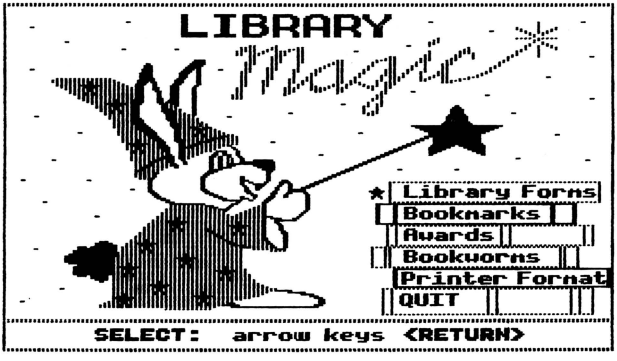
Insert the LIBRARY MAGIC disk (side one) into disk drive #1 and close the door. Turn the computer on. After the initial title screens, a MAIN MENU will appear which contains the following items:



If this is the first time LIBRARY MAGIC is being used with your computer and printer, you must choose PRINTER FORMAT. You do this by pressing the arrow keys on your keyboard to move the star. When the star is next to PRINTER FORMAT, press the <RETURN> key.

This MENU will appear:

PRINTER
INTERFACE
LINEFEED
TEST PRINTER
SAVE FORMAT
RETURN TO MAIN MENU

Above this MENU is the CURRENT FORMAT of the disk. This indicates the printer and interface for which this disk is currently formatted. If your printer is different from the one listed under CURRENT FORMAT, you need to make a change. You do this by using the arrow keys to highlight the word PRINTER, then pressing <RETURN>.

A list of printers will appear on the screen. Identify the type of printer you have by using the arrow keys to move the highlighting bar. When your printer is highlighted, press <RETURN>. If your printer is not on this list, highlight ANOTHER LIST to see more.

If your interface is different from the one listed under CURRENT FORMAT, you need to change it. Highlight INTERFACE and press <RETURN>.

A list of interfaces will appear. Identify the interface being used with your computer by highlighting it and pressing <RETURN>. (If your interface is not on this list, highlight ANOTHER LIST to see more.)

Now you should test this format to make sure it will work. Highlight the words TEST PRINTER and press <RETURN>. Follow the directions you see on the screen.

If the LIBRARY MAGIC rabbit printout is correct, highlight SAVE FORMAT and press <RETURN>. The computer will save this information on your disk. When the disk drive light goes out, highlight RETURN TO MAIN MENU and press <RETURN>. You will not have to go through the PRINTER FORMAT section again unless you change printers or interfaces.

PROBLEMS

If your test printout has blank lines between each line of printing, you should highlight the word LINEFEED and press <RETURN>. Highlight the word NO and press <RETURN>.

Test the printer again. If your printout is correct, highlight SAVE FORMAT and press <RETURN>. The computer will save this information on your disk. When the disk drive light goes out, highlight RETURN TO MAIN MENU and press <RETURN>.

If your printout is still not correct, go back and check on your printer make and interface type. If the correct information is entered, the printout should be correct unless the DIP switches of the printer have been changed from the factory settings. (Check the printer manual for proper settings.) Also, if you use LIBRARY MAGIC after other software which sent information to the printer, try turning your printer off, then back on. If you have checked and rechecked the information and are still having problems, call us at 303-598-5579 or 719-598-5579.

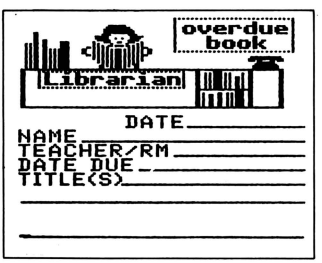
LIBRARY FORMS

You may choose LIBRARY FORMS from the MAIN MENU by moving the star with the arrow keys. When the star is next to LIBRARY FORMS, press <RETURN>. The next screen will give you this choice:

READY MADE OVERDUE NOTICES
DESIGN YOUR OWN FORM

Use the highlighting bar to select your choice, then press <RETURN>.

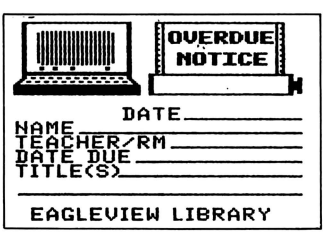
If you have selected READY MADE OVERDUE NOTICES, a list of ten choices will appear. Make your selection with the highlighting bar and press <RETURN>.

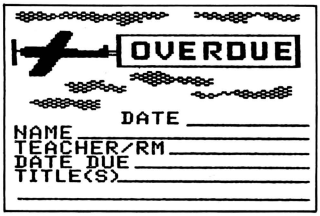


COMMENT LINE

You may now enter a comment line (maximum 19 characters) and press <RETURN>. This line will automatically be centered at the bottom of the form. If you do not wish to enter a comment line, just press <RETURN>.

The screen will now ask you to check your printer. Press <RETURN> to print your READY MADE OVERDUE NOTICE.





DATE _____
NAME _____
TEACHER/RM _____
DATE DUE _____
TITLE(S) _____
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DATE _____
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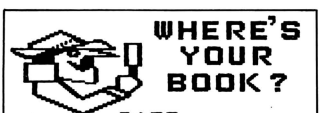


DATE _____
NAME _____
TEACHER/RM _____
DATE DUE _____
TITLE(S) _____
_____

DATE _____
NAME _____
TEACHER/RM _____
DATE DUE _____
TITLE(S) _____
_____

If you have selected DESIGN YOUR OWN FORM, a list of twenty picture choices will appear. Make your selection with the highlighting bar and press <RETURN>.

APPLE

ANGRY FACE

BOOK

BOOKWORM

CLOCK

COMPUTER

DESK

DOLLAR SIGN

ELEPHANT

INKWELL

LATE SIGN

LMC

'NO' SIGN

READER

SAD FACE

SKULL

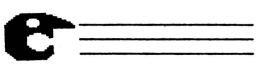
STOP SIGN

STRING REMINDER

TIMER

NO PICTURE

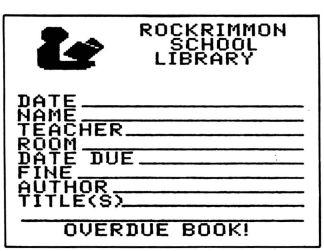
You may now enter up to three lines of text (maximum 14 characters each) for the top of the form. Press <RETURN> at the end of each line. If you wish to leave a line blank, just press <RETURN>.



The next screen will offer you a list of items which may be included on your form. If you wish to have an item on your form, leave the selection at "Y" (YES). If you do not want the item on your form, use the arrow keys to highlight the "Y" next to the item, then press "N" (NO).

When the listing accurately reflects what you do and do not want on the form, press <RETURN>.

The form will appear on the screen. If you chose to have a comment line, it will blink until you begin typing. This comment line (maximum 19 characters) will automatically be centered at the bottom of the form. Type it in and press <RETURN>.

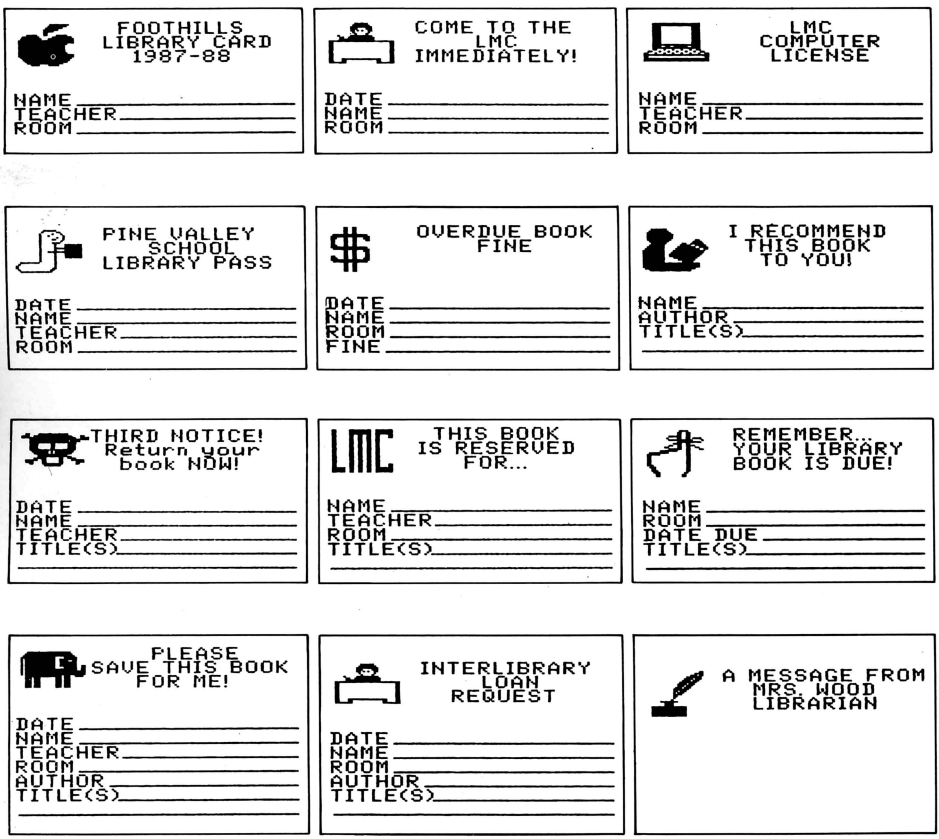


COMMENT LINE

The screen will now ask you to check your printer. Press <RETURN> to print your library form.

After you have printed your READY MADE OVERDUE NOTICE or your DESIGN YOUR OWN FORM, you will be asked if you wish to make another LIBRARY FORM, return to the MAIN MENU, or QUIT. Select your choice with the highlighting bar, and press <RETURN>.

SUGGESTIONS: The DESIGN YOUR OWN FORM section of LIBRARY FORMS is extremely versatile. You can create overdue notices, library passes, LMC notepaper, fine notices, computer licenses, library cards, book request forms, book reservation forms, book recommendation forms, interlibrary loan request forms, and more, all personalized for your media center.



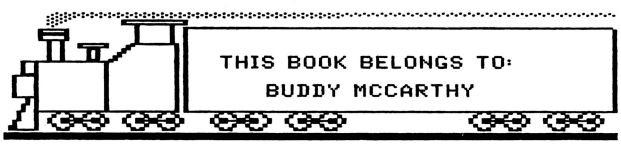
BOOKMARKS

You may choose BOOKMARKS from the MAIN MENU by moving the star with the arrow keys. When the star is next to BOOKMARKS, press <RETURN>. When you choose BOOKMARKS from the MAIN MENU, you will be asked to turn the disk over and press <RETURN>. The next screen will show a list of 32 choices. Using the arrow keys, move the highlighting bar to the bookmark you would like to print and press <RETURN>.

Comment line #1 will blink until you start typing. If you make an error, you should use the back arrow key to go back for corrections. You may enter up to 25 characters. When the line is complete and correct, press <RETURN>. (If you decide on changes after pressing <RETURN>, you can press the <ESC> key and start again.) If you do not wish to enter a comment line #1, just press <RETURN>.

Comment line #2 will blink until you start typing. Again, you may enter up to 25 characters. When the line is complete and correct, press <RETURN>. If you do not wish to enter a comment line #2, just press <RETURN>.

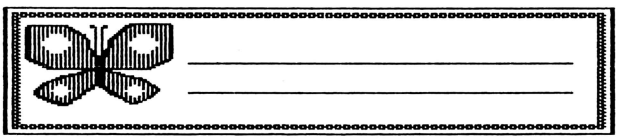
The screen will ask you to CHECK PRINTER! Press <RETURN> to print your bookmark. When finished printing, the screen will ask if you would like to print another copy of this bookmark. Press "Y" or "N" to indicate your choice. If you choose "N", you will be given the choice of printing ANOTHER BOOKMARK, returning to the MAIN MENU, or QUITting. Use the highlighting bar and RETURN key to make your selection. If you choose to return to the MAIN MENU, the screen will indicate that you should turn the disk over and press <RETURN>.

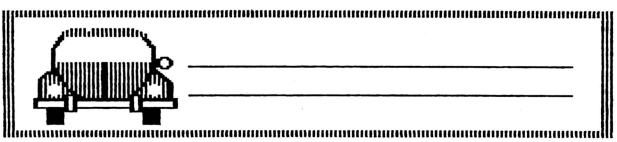


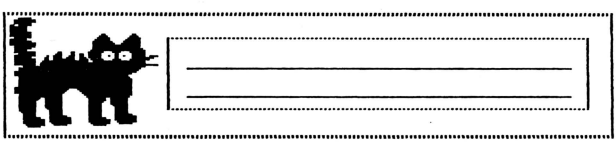
Suggestions:

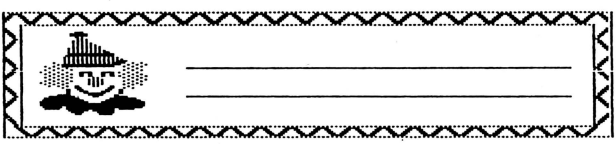
Personalized bookmarks make geat reading incentives, rewards, and gifts. Bookmarks can be personalized for classes, subject areas, books, reading groups, media centers, school projects, individual students, and more. A bookmark made with a colored printer ribbon or on colored paper, then laminated, makes a wonderful personalized gift.

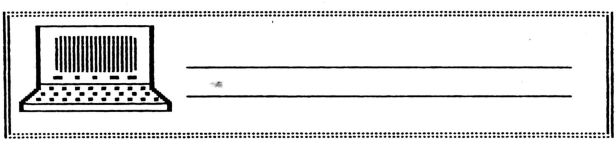
VINNER
1

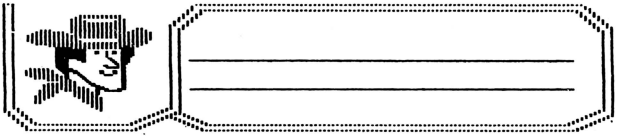


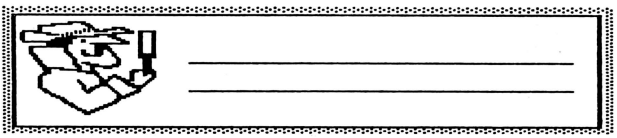


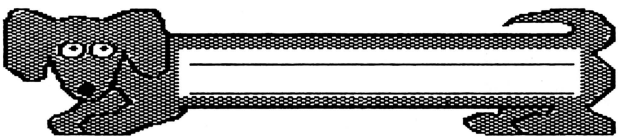


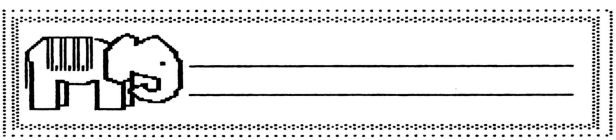


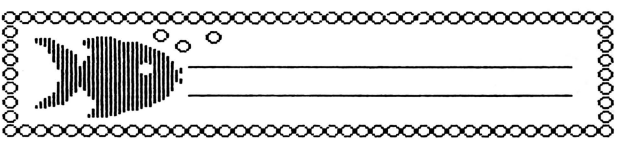


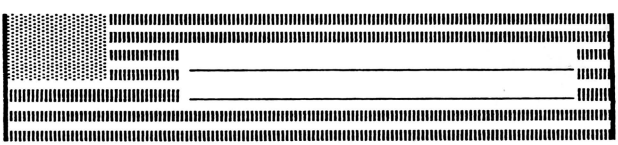


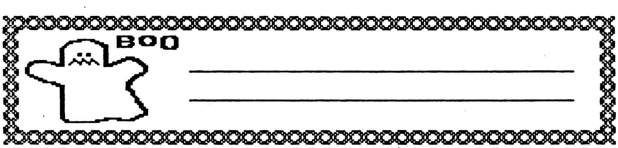


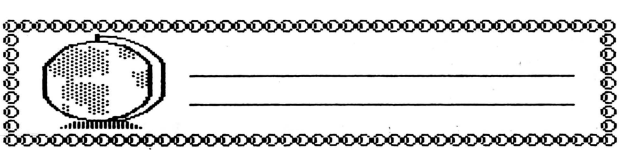


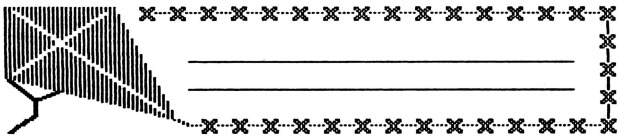


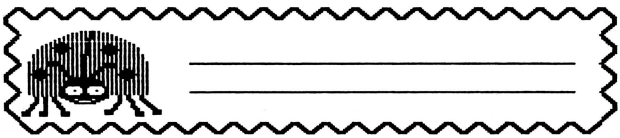


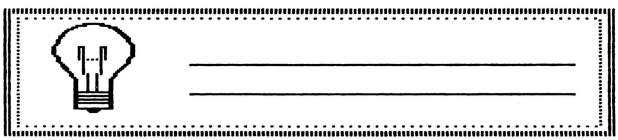


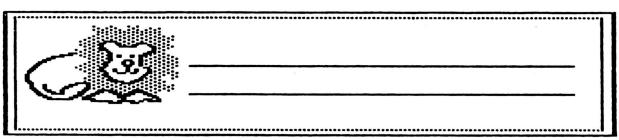

BOO

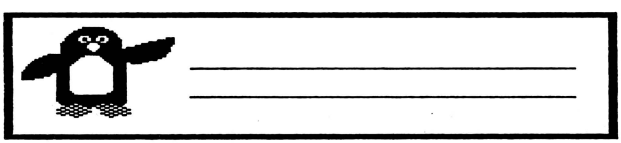


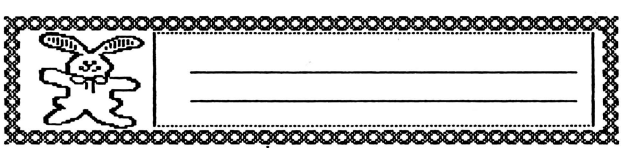




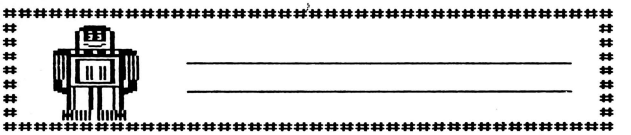


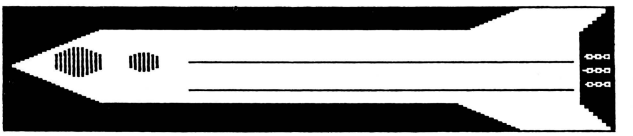


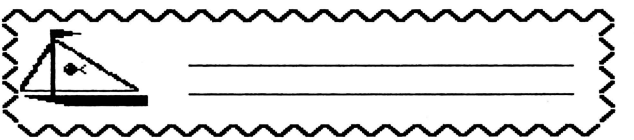


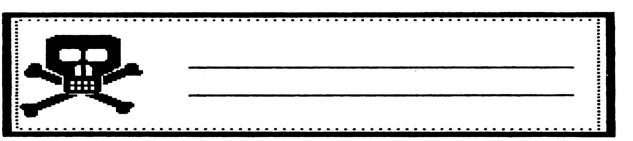


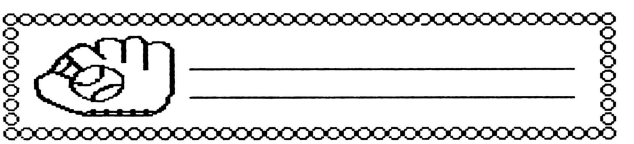
I ♥ TO
READ!

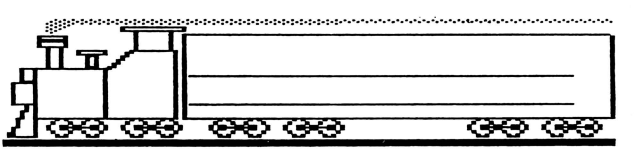


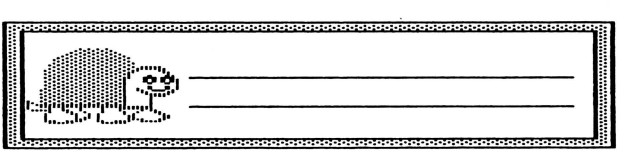






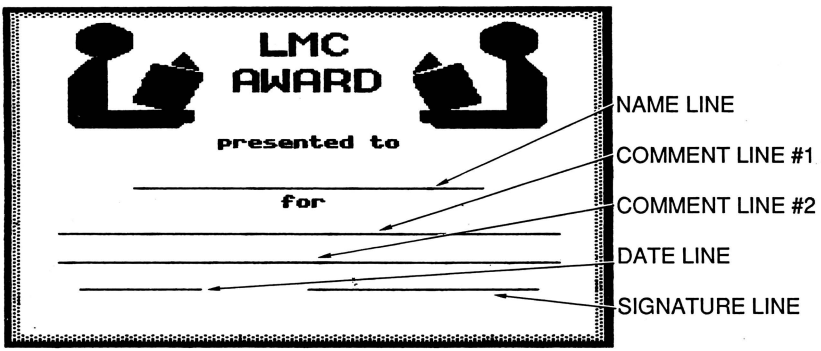






AWARDS

You may choose AWARDS from the MAIN MENU by moving the star with the arrow keys on the keyboard. When the star is next to AWARDS, press the <RETURN> key. When you choose AWARDS from the MAIN MENU, you will be asked to turn the disk over and press <RETURN>. After you do, the screen will show a list of twenty categories. Using the arrow keys, move the highlighting bar to the award you would like to print. Press <RETURN>.



After showing you the entire award, the screen will ask if you would like to personalize the award. If you press "N" here, the award will be printed with blank lines. (You can then make reproductions on your copier and fill them in by hand.)

If you press "Y", you will be asked if you wish to use large or small letters for the name line. If you choose large ("L"), the maximum number of characters will be 15. If you choose small ("S"), the maximum will be 22.

The name line will blink until you start typing. Once you begin typing, if you make an error, you should use the back arrow key to go back for corrections. Press <RETURN> when the line is **complete** and **correct**. When you press <RETURN> the characters will be placed on the line. (If you decide on changes after pressing <RETURN>, you can press the <ESC> key and start again.)

After you have filled in the name line, the first comment line will blink until you start typing. Type in your comment (maximum 32 characters) and press <RETURN>. Do the same for the second comment line. If you do not want comment lines, or if you only want one, just press <RETURN> instead of typing in any characters.

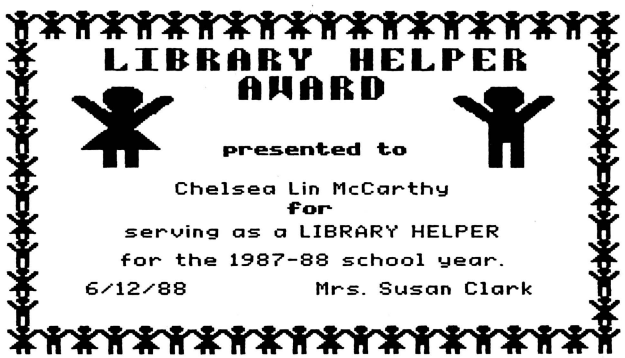
The date line will blink next. Fill it in using the --/--/-- format. You must type in the slashes. If you do not wish to date the award, just press <RETURN>.

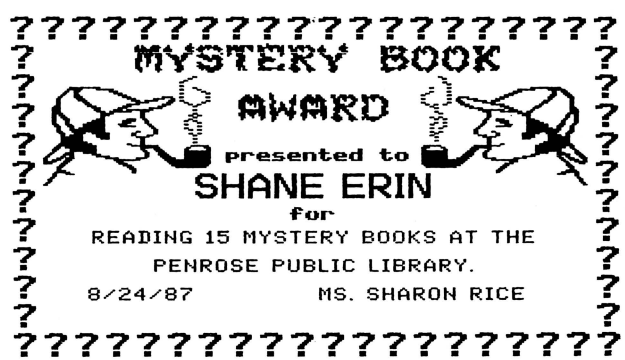
The signature line is last. Enter the name and press <RETURN>. If you prefer to sign the AWARD personally, just press <RETURN>.

When the personalization is complete, the screen will ask you to check your printer. Press "L" for a large (full page) award, "S" for a small (half page) award, or <ESC> if you wish to abort.

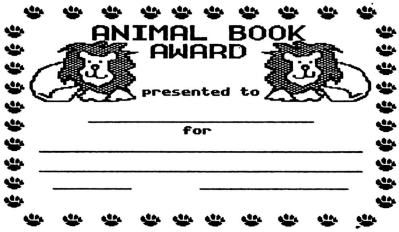
At any time while the award is being printed, you can abort by pressing <ESC>.

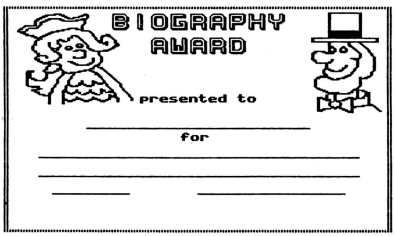
After the award is printed, a screen will appear which gives you the choice of making ANOTHER AWARD, returning to the MAIN MENU, or QUITting. Use the arrow keys and the <RETURN> key to make your selection. If you choose to return to the MAIN MENU, the screen will indicate that you should turn the disk over and press <RETURN>.

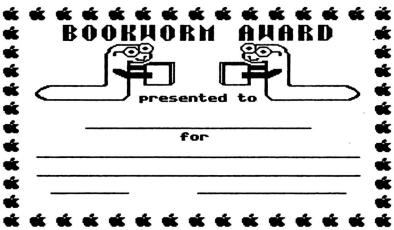




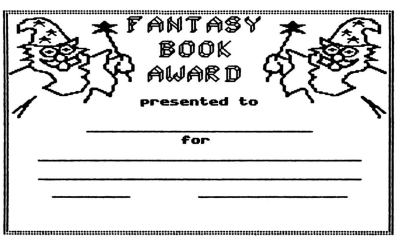
ADVENTURE STORY AWARD
presented to
for


ANIMAL BOOK AWARD
presented to
for


BIOGRAPHY AWARD
presented to
for


BOOKWORM AWARD
presented to
for

L.M.C. COMPUTER CERTIFICATE
presented to
for


FANTASY BOOK AWARD
presented to
for

GOOD LISTENER AWARD
presented to
for

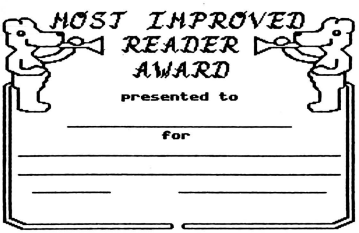
I LOVE TO READ AWARD
presented to
for

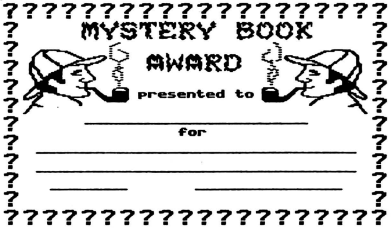
LIBRARY HELPER AWARD
presented to
for

LIBRARY SKILLS AWARD
presented to
for

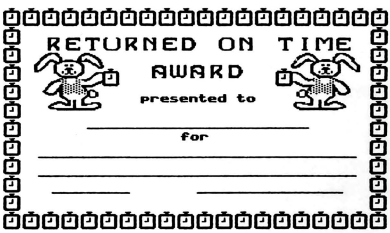
LMC
AWARD
presented to
for

LMC
VOLUNTEER
AWARD
presented to
for

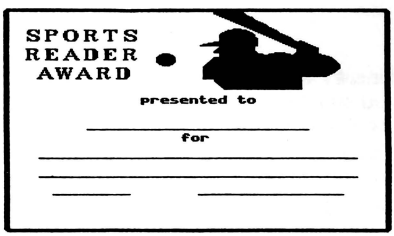

MOST IMPROVED
READER
AWARD
presented to
for


MYSTERY BOOK
AWARD
presented to
for

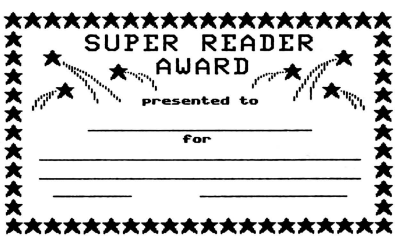
RESEARCH
AWARD
presented to
for


RETURNED ON TIME
AWARD
presented to
for

SCIENCE FICTION
AWARD
presented to
for


SPORTS
READER
AWARD
presented to
for

STORYTELLER
AWARD
presented to
for

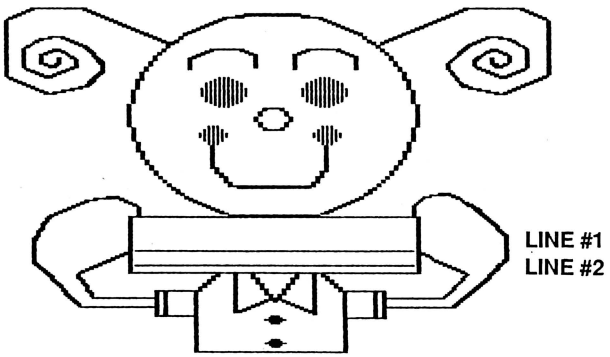

SUPER READER
AWARD
presented to
for

BOOKWORMS

You may choose BOOKWORMS from the MAIN MENU by moving the STAR with the arrow keys. When the star is next to BOOKWORMS, press <RETURN>.

The next screen will show a list of four "HEADS" and four "PARTS". Using the arrow keys, move the highlighting bar to the HEAD or PART you would like to print and press <RETURN>.

If you choose a HEAD, you will be asked if you wish to use large or small letters for LINE #1. If you choose large ("L") the maximum number of characters will be 10. If you choose small ("S") the maximum will be 18.



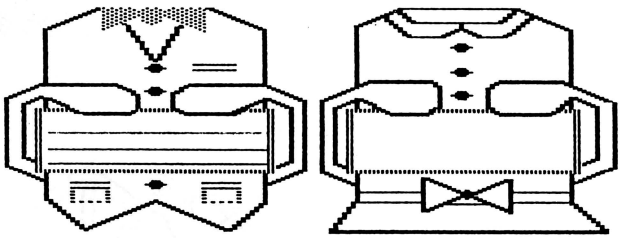
Line #1 will blink until you start typing. Once you begin typing, if you make an error, you should use the back arrow key to go back for corrections. Press <RETURN> when the line is complete and correct. When you press <RETURN> the characters will be placed on the line. If you do not wish to enter any characters, just press <RETURN>. (If you decide on changes after pressing <RETURN>, you can press the <ESC> key and start again.)

After you have filled in Line #1, Line #2 will blink until you start typing. Begin typing (maximum 18 characters) and press <RETURN> when finished. If you do not wish to enter any characters, just press <RETURN>.

The screen will ask you to check printer. Press <RETURN> to print your "HEAD".

At any time while BOOKWORM "HEADS" are being printed, you can abort by pressing <ESC>.

If you choose a PART, you may enter up to three lines of text (maximum 14 characters each). Lines automatically center, so if you wish to leave space to enter information, enter the words and then fill the rest of the line with the underline character. (For example, if you wish to say "TITLE"
and have the students fill in the title of the book they read, you should type "TITLE_____" and press <RETURN>.)



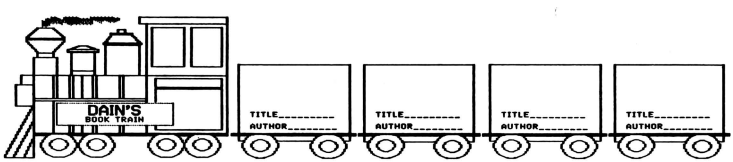
When finished, you will be asked to check printer. Press <RETURN> to print your BOOKWORM.

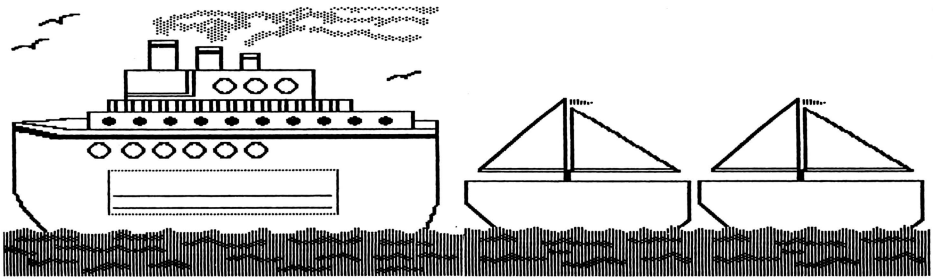
At any time BOOKWORM "PARTS" are being printed, you can abort by pressing <ESC> two times.

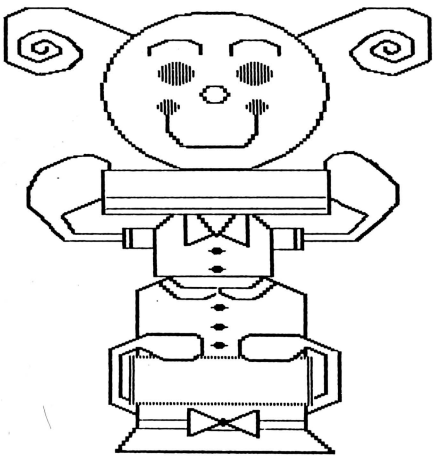
After the BOOKWORM is printed a screen will appear which gives you the choice of making ANOTHER BOOKWORM, returning to the MAIN MENU, or QUITting. Use the arrow keys and the <RETURN> key to make your selection.

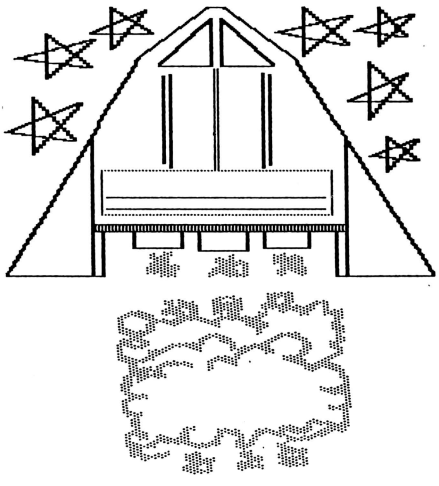
SUGGESTIONS:

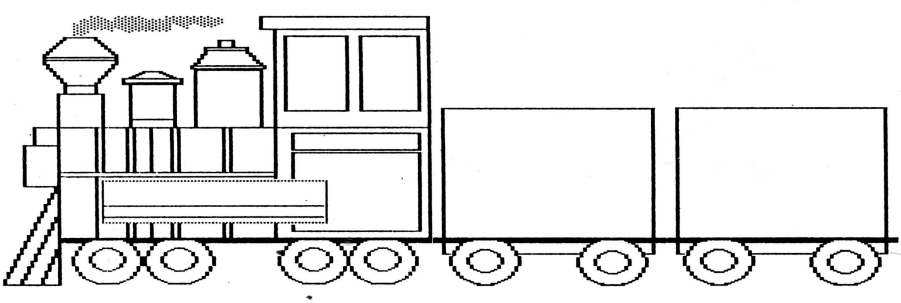
BOOKWORMS can be personalized for a school, a grade level, a class, a reading group, or an individual student. Fill your halls, libraries, and classrooms with these great reading incentives!











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